Debug Environment Maintenance

Since a debug environment mainly consists of debug entries, it is established by setting breakpoints and watchpoints, as described in the relevant maintenance sections.

Once established, a debug environment can be stored for subsequent usage. The file where debug environments are stored can be set with the direct command PROFILE (see Navigation and Information Commands). You can also delete a debug environment or reset its counters to their initial values.

The following items are also part of a debug environment and are therefore saved or loaded every time you save or load a debug environment:

- Test Mode setting (ON/OFF);
- all options that can be set with the direct command PROFILE except the file for loading or saving debug environments;
- the settings of the statement execution statistics (ON/OFF/COUNT).

You can perform all these functions using the Debug Environment Maintenance menu, which is invoked by entering Function Code **E** on the Debug Main Menu.

> **Note:**
> The Natural Debugger can only maintain debug environments created with Natural Version 2.3 or 3.1; debug environments created with any previous version will be ignored.

The functions provided with the Debug Environment Maintenance menu are listed below. With each function selected, you must enter the name of the debug environment to be maintained:

- Set Test Mode ON/OFF
  (see the relevant section)
- Load Debug Environment
- Save Debug Environment
- Reset Debug Environment
- Delete Debug Environment

Load Debug Environment

▶ **To load a debug environment from your user system file (FUSER)**

- On the Debug Environment Maintenance menu, enter Function Code **L** and the name of an environment.
  Or enter the direct command LOAD ENVIRONMENT *name*.
  The specified debug environment is loaded.

If you do not specify a name, the default environment with the name Noname is loaded.

Enter an asterisk (*) to obtain a list all available debug environments. On the list, you can mark the desired environment with the line command LO to load it into the debug buffer, or with the line command DE to delete it.

Save Debug Environment

▶ **To save a debug environment**

- On the Debug Environment Maintenance menu, enter Function Code **S** and the name of an environment.
  Or enter the direct command SAVE ENVIRONMENT *name*.
  The specified environment is reset (see below) and saved to the file location specified with the PROFILE command as mentioned earlier.

If you do not specify a name, the environment is saved with the name Noname.

If a debug environment with the specified name already exists, you are prompted for confirmation to overwrite the old environment.

Reset Debug Environment

The debug environment should be reset before each test run. Resetting the environmens leads to the following results:

- The current states of all debug entries are set to their initial states,
- All event counts are set to zero,
- The call statistics in the debug buffer are cleared as described in the section Call Statistics Maintenance.

▶ **To reset a debug environment**

- On the Debug Environment Maintenance menu, enter Function Code **R** and the name of an environment.
  Or enter the direct command RESET ENVIRONMENT *name*.
  The specified debug environment is reset.

If you do not specify an environment name, the current debug environment is reset.

Delete Debug Environment

▶ **To delete a debug environment**

1. On the Debug Environment Maintenance menu, enter Function Code **D** and the name of the environment.
   Or enter the direct command DELETE ENVIRONMENT *name*.
   The confirmation window appears.
2. In the confirmation window, enter Y (Yes) to confirm the deletion.
   The debug specified environment is deleted.

If you do not specify an environment name, the current debug environment is deleted.